

DIRECTOR DEVLIN C. ...



GAMMA EYES ONLY



ICA-XAB47 GAMMA EYES ONLY

1.



Items can be used as weapons (e.g. crowbars), distractions (e.g. radios) or both (e.g. fuel cans) in order to gain a tactical advantage.

There are many ways to remain incognito, including activating distractions and hiding bodies. To hide a body, hold **B** to pick it up, move **1** to drag it, and press **V** to dump it when near a suitable hiding place.

To adopt a disguise, hold **A** when next to a body or clothing bundle (you can use Instinct to further blend in).

Use Instinct Mode to blend in. This will temporarily fool enemies with the same type of outfit as yours.

2.

Use Instinct to view usable items, locate objectives, predict paths of enemies, Blend in when disguised, initiate Point Shooting and more.

To enter Instinct Mode, hold **PA** (note that using Instinct drains the Instinct Meter).

You can fill the Instinct Meter by completing objectives, activating distractions and taking out enemies using stealthy methods.

To learn more about your surroundings, you can also activate Instinct mode by tapping **PA** when prompted (Instinct hints can be disabled in the Options menu).



MENTAL ACUITY

1. Subject's unparalleled mental acuity allows him to quickly adapt to his environment

2. Subject exhibits heightened levels of intuition

_____ serves him well in both strategic and combat scenarios.

FINDINGS:

Many years of service has imbued subject with a well-developed "mental toolkit". He displays extreme ingenuity when placed in high-stress scenarios, an innate capability to remain under-the-radar and finely-honed instincts that furnish him with an unmatched insight into his tactical situation.

SIGNED: _____



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Attention Indicator



Radar

Instinct Meter

Health Meter Equipped disguise Remaining ammunition Equipped item/weapon

CONTRACTS: Are you the world's ultimate assassin?

Carry out—and create your own—custom hits on any level in Contracts mode. Challenge friends or take on assassins throughout the world in regional competitions and earn money to upgrade weapons and buy disguises.

PLAY-TO-CREATE: Creating your own hits

To create a hit, enter a checkpoint, mark your targets, make the kills and make your escape. You can target anyone on any available checkpoint and use any weapon, tool or disguise to customise the hit and shape the contract.

When saving, decide how others should complete your hit. Will you challenge them to mimic your methods or allow them some freedom of approach?

The race is on to find the world's ultimate assassin.

Good luck, agent—the clock is ticking!

REPORT COMPILED BY:

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